```
WAL::Component

#_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()
```

## BBM::BombExplosionShader Component

- + explosionRadius + frameCounter
- + alpha + clock
- + maxRadius
- + clone()
- + BombExplosionShaderComponent()
- + BombExplosionShaderComponent()
- + ~BombExplosionShaderComponent() + operator=()